What is claimed is:

1. A method of digital creation of a multivision filter effect, comprising the steps of:

initializing a plurality of layers and masks corresponding to the layers, wherein the layers and masks have the same dimensions as a picture, and each of the layers has the pixel information of the picture;

translating the layers and masks to positions determined according to user input;

determining pixel values of each of the masks according to the positions thereof; and

merging the layers to which the corresponding masks are applied.

2. The method as claimed in claim 1, wherein each of the masks has transparency information for pixels of each layer.

3. The method as claimed in claim 1, wherein the number of layers and masks is determined according to user input.

4. The method as claimed in claim 3, wherein the user input comprises a parameter T indicating a type of multivision filter, a parameter d indicating a relative distance between each layer and a parameter θ indicating a rotation angle of the multivision filter.

5. The method as claimed in claim 4, wherein when the parameter T indicates a circular type of multivision filter and the parameter θ is $2\pi/N$, both the number of the layers and masks are (N+1), and the centers of the layers are evenly positioned on a circle and the center of the circle.

6. The method as claimed in claim 5, wherein, for each of the masks except that corresponding to the layer positioned in the center of the circle, the pixel values are determined so that the mask is a linear gradient mask obtained by two gradient direction vectors respectively from the center of its corresponding layer to the centers of two layers adjacent to its corresponding layer on the circle.

7. The method as claimed in claim 6, wherein, for the mask corresponding to the layer positioned in the center of the circle, the pixel values are determined so that the mask is a spherically gradient mask.

8. The method as claimed in claim 4, wherein when the parameter T indicates a linear type of multivision filter and the parameter d is D/N, the number of the layers is (N+1) while that of the masks is N, and centers of the layers are evenly positioned along a line of the length D from a start point of the line.

9. The method as claimed in claim 8, wherein, for each of the masks, the pixel values are determined so that the mask is a linear gradient mask obtained by a gradient direction vector starting from (position n)-(n-1)*(d/2) and ending at (position n)-(n-1)*(d/2)-d, where n is a layer

index, position n is located at a distance n×d away from the center of the n^{th} layer and d=D/N.